

NINTENDO IMAGE



## INSIDE

More of that Limbofunk interview  
Battle Kid: Behind the Pixel Art  
Stadium Events: Find of the year?

Volume 4 Issue 1  
January 2010

## GIMMICK'S PIXEL PRESS

### Battle Kid: From Sprites to Cut Scenes

> **DAVE IS THE MAN** *mr. gimmick*

I have always been interested in game art ever since I received my Sony Playstation back in 1997. It was my first gaming system and my introduction into the world of sprites, textures, and polygons; thus, I have been inspired by gaming art ever since. Instead of 'playing games' I would usually just stare at the graphics and cared very little about the actual gameplay quality. I especially had a fondness for 2D, and this was before I really owned a primarily 2D system – with games like Oddworld, Skullmonkeys, and Tomba, I let my imagination run wild and tried to make sprites of my own in MS Paint in similar styles. Even 3D games, especially Final Fantasy 9 with its gorgeous pre-rendered backgrounds and well-conceived characters and environments, has served as a huge inspiration for my art, both pixel and hand drawn. Pixel Pushing and Spriting have always been hobbies for me; however it wasn't until I bought my first NES a few years ago that my hobby really started to take off. Since then, games like Little Samson, Gimmick!, Mega Man, and Bubble Bobble have been my primary inspiration.

Before Battle kid I had worked on small projects in the NES homebrew scene, namely Hellraiser and a few games that have yet to be finished or released. However, none have posed the same level of challenge and commitment that Battle Kid has required of me. What started as a few sprite graphics evolved into a year-long journey ranging from enemy graphics and background tiles, to cut scenes and bosses. Battle kid was the closest to work-

ing on a commercially released game as I have ever been. I could no longer just create what I wanted, as Sivak had very specific expectations as to what he was looking for. Therefore many graphics went through a rigorous revision process before making it to the final cut. This not only ensured that only the highest quality graphics made it into the game, but also sharpened my skills along the way and allowed me to create what I think is some of my best pixel work yet.

Development of the game was, of course, an interactive process. Sivak and I had chatted over instant messenger and bounced ideas off of each other. This includes deciding what areas to create next in the game, what the bosses would look like, what enemies there would be in each level, and how to go about creating cut scenes for the introduction and ending of the game. It was a long process of deciding where to go with things, although Sivak had a pretty clear vision of how things would be in the end. For example, some areas were planned out ahead of time before the development of the game, or during the early stages of its life cycle. Two of the earliest areas were the Color Area and the first level area – both which have gone through much revision since the earliest builds of the game.

In terms of graphics, the bosses and cut scenes underwent the most revision. For bosses, Zedd the time mage and the Owlbot went through the most editing before making it to the game. In the beginning either Sivak or I would have some vague idea of what we wanted for the boss of an area, and from there I would

start messing with ideas in paint until I had something that could work. Next I would send a mockup to Sivak in which case he could approve of it, make his own corrections, offer advice on how to improve the design, or scrap the idea completely. In the case of Owlbot, the only idea we had to start off with was that the boss of the Sky territory should be some sort of mechanical bird. The first design ended up looking like a robotic penguin, which needless to say didn't work very well. Thus, we decided to extend the height considerably, and through a series of edits evolved into the final version of the Owlbot. Likewise, Zedd went through possibly the most edits of any other character minus the final boss (not pictured – it would be a spoiler!). We started off with the idea of a reptilian mage character, which was initially imagined as having anime hair ... this didn't work out so well. Hair became horns and his face and positioning underwent numerous changes until Sivak made the final edit.

Cut scene changes include modifications to Timmy's design, as well as Chet, Timmy's evil adversary. The graphics for this portion of the game were the most time consuming, and required the highest level of detail and consideration. The cut scenes served to bring the world of battle kid to life, complete with an epic intro music score, and a classic 80's plot line. I think overall they were quite effective at setting the stage for the game, and bringing it to its surprising conclusion.

Also throughout the game's development, many ideas were proposed or planned for use in the game that were never implemented, these include wall climbing spiders, mini lotus-minions, egg bombing mechanical birds, ghosts, and many more. Also, molten lava was planned for the amethyst caves area, however it was never implement-



Unused Sprite Graphics



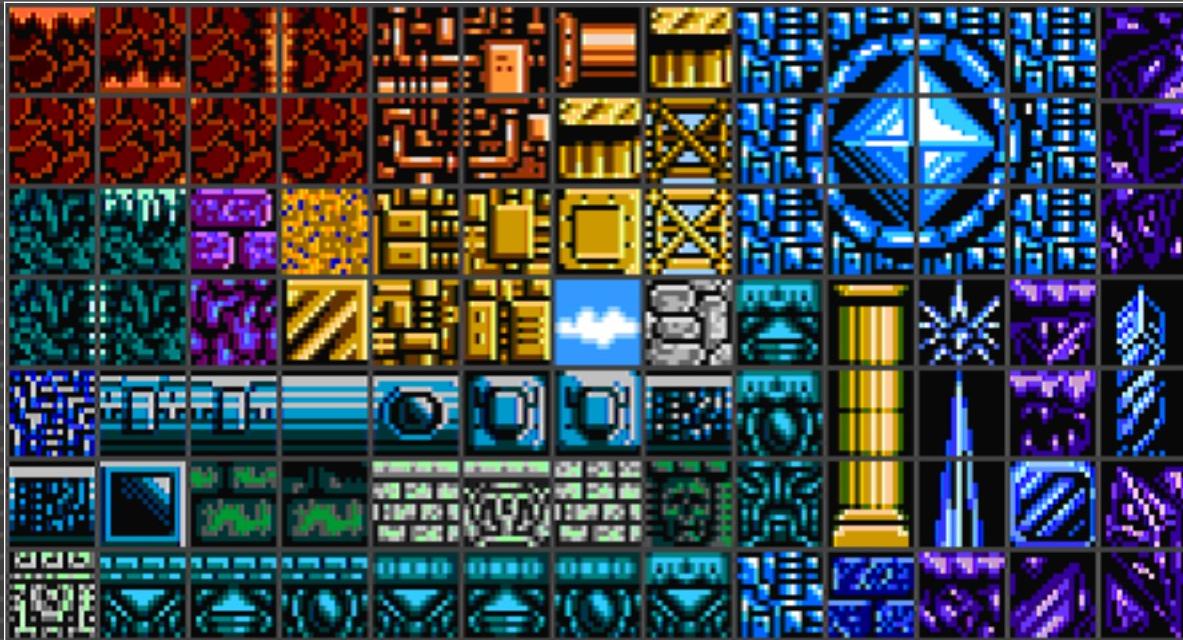
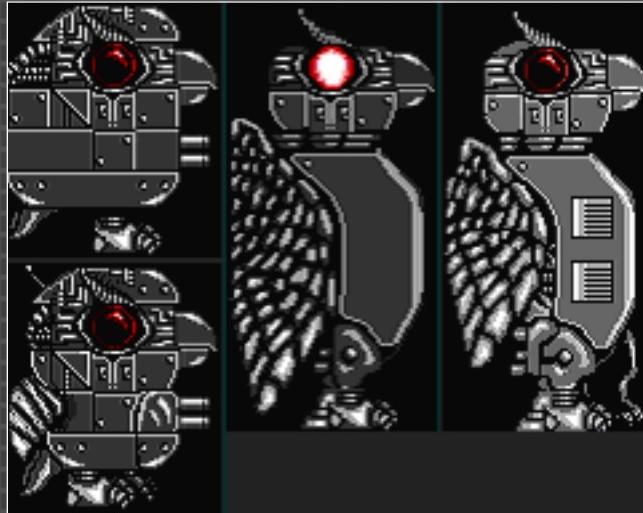
*Top: Zedd the Time Mage through various stages of development.*

*Middle: Owlbot through various stages of development.*

*Bottom: Some of my 16x16 Tiles (some used and unused)*

ed. Some of these ideas were pretty interesting, but many just wouldn't have worked and were better left unused.

It hard for me to believe that this project is finally completed and all those nights staying up late in my dorm room with bloodshot eyes to finish up boss graphics and background tiles is finally over. All joking aside, working on the game has been one of my most memorable and thoroughly enjoyable artistic experiences, and it has improved my skills tremendously. Note also that I am not the only one who worked on graphics, Dangevin, Missclawful, and MetalSlime worked on Kelpie, Sniper Snail, and the Cyclops squid respectively. I would like to thank Sivak for giving me this opportunity and those who appreciate all the hard work that went into making this game on both our part. Pick up a copy of Battle kid through retrousb.com if you haven't already and experience the fun for yourself!



## PAGE 4

### FIND OF THE YEAR?

> **JOSH KESSLER** *jkessler00*

I have been buying and collecting NES games for about 11 years now. I would go to pawnshops, second-hand shops, and garage sales to get a hold of any game I could. I started with the intention of trying to get them all. This was before I saw a list at Funcoland of all of the licensed NES games out there. Little did I know, they priced games by demand and not scarcity, and they did not even list most unlicensed games. I remember always wondering why they never had the bargain \$0.89 Stadium Events game in stock. Only a couple years later, I figured out why when I saw a copy sell for \$50 on eBay. I couldn't imagine anyone paying that much for an old video game...

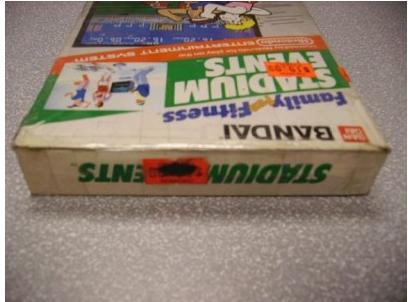
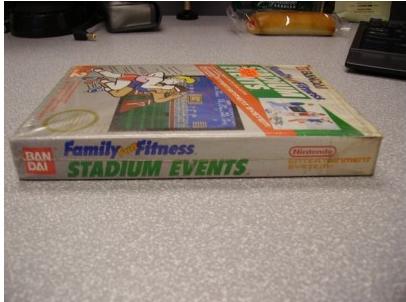
About ten years later, here I am, paying \$3500 for that very game. Once the game started bringing in over \$500, I didn't figure I would ever get my hands on it. I knew the only way to get one would be to find someone who didn't realize what they had, which more than likely meant Craigslist. I found two copies before I landed my recent big find. The first one was in Fort Wayne, Indiana. I called the guy and he had just sold it. I think the total for the system and games was \$40. The second copy was right before Christmas two years ago. There was a lady in Canada who had 14 games and a system listed for \$250. I could clearly make out a NTSC copy of Stadium Events in the background. She sent several pictures and accepted Paypal. The seller assured me I would have everything by Christmas. As you can imagine, nothing ever came. What I saw was the real deal, so I'm guessing someone else, who missed out on it, told her what she had or bought it out from under me. I was crushed, but luckily Paypal gave me about 90% of my money back.

I am an IT guy by trade, so I have access to a computer all day long. I use RSS feeds and free programs available for download to scour the United States all the time. For those of you who are unfamiliar with RSS feeds, you can go to a website like crazedlist.org and generate feeds to include key words. From there, I import the generated XML file into an add-on in Firefox called Sage. It then

scans Craigslist in all available cities and displays any results in bold. I recently started using another program called Craigslist Reader that one can install on their pc. This will do the same job more quickly, and has many more options for

searching, including a constant refresh rate. Use an option like this with care though, as I was contacted by corporate security for being in the top three for number of hits, systemwide!





**> find of the year, cont.**

It was the middle of December and I had forgotten to run my country-wide scan in quite some time. I was incredibly surprised to see a quick result in New York. The listing stated that the game was still sealed and was one of only ten in the world. I'm not sure where the information came from, but the seller was using rarityguide.com, which stated that the game was valued at \$6700. I contacted him immediately. It took a day to get a response, but in that initial response, he stated that the lowest he could go was \$3500. This was without even asking! I made sure to get more pictures and even requested my name to be written on a piece of paper and inserted in some new pictures. This insured that he had the real deal in front of him. All seemed to check out. I wanted to jump in the car that same day, but there were two obstacles; a 9 hour drive, and my sister's wedding. I was assured that if I had the cash, we had a deal. I wanted to land this before Christmas, but I could not get off of work. The seller offered to meet me part of the way, but his car was in the shop, and he was limited to where he could go on a bus. We just could not make anything work. It was then asked if we could do the transaction through the mail...very risky business! It would make things so much easier, but I was starting to have Déjà vu. I had to create equal risk, so I offered a security deposit of half the payment, and then I would send the rest upon receipt of the item. Some still call me crazy, but after a week of talking with the guy, I trusted him. There were just too many things he wouldn't have done if he were out to rip me off. I sent next-day payment with tracking, and he did the same upon receiving the payment. I then sent the rest of the payment when I got the game in hand. It was just as described. Not only was it the thrill of a lifetime, it meant a lot to me that there are still good, honest people out there.



## GAME ROOMS

> MICHAEL SWANSON *mrn*

I recently moved and was faced with the task of reorganizing my collection. My better half flat out told me that I got one bedroom to put all my stuff in. That was it. How do you argue with that? The silver lining is that I got to pick which bedroom I got to use, so now the joke is on her.

After selecting the location, but before moving in, I was faced with several issues. First, the people that lived here before us had a five year old boy in my chosen room and it was painted to reflect the attitude of its inhabitant. Second, despite all of my house hunting, I was unable to find a room without a window in it. Perhaps it was something to do with building codes. Aside from children and pets, the sun is one of an NES collection's biggest enemies.

I first decided to tackle the paint issue. My original idea was to paint the walls of the room the color of NES carts, the roof the color of N64 carts, and the trim black. However, upon searching for the colors I wanted at the hardware store and customizing the paint, I realized that the cost would be out of my price range. So, being cheap, I went to Wal-Mart! For some reason they could/would not match my colors, so I had to settle for a standard color that was closest. However, in the end, the colors were pretty close and it ended up costing me \$12/gallon as opposed to the \$50+/gallon at the hardware store. I believe that it turned out pretty well and the two-tone makes the room look twice as big, especially taking into consideration my next problem.

Next came the problem with the sun. Just in case you do not know what the sun will do to games, I have provided a sample picture to illustrate this serious problem.

There were already blinds covering the window, but I wanted it all blocked out... a nerd cave, if you will. The solution was rather simple: cardboard and duct tape! I took one of the giant moving boxes that I kept tripping over and cut it to the size of the window. Then I proceeded to seal up the perimeter with the duct tape. Voila! Impenetrable fortress of darkness! Shutting out the light in this manner was more appealing to me than tint-



ing or paint for several reasons: the ease of installation, the true "no mess", and the ability to easily remove the covering. After covering the window with blinds, you cannot even tell the "tan blocker" is there. Also, the window is on the side of the house, so you have to really look for it to see it from outside.



After all that work, I had my room set up and I was ready to move in. Next came the big question: what kind of shelving do I use and how do I want to display my collection? Basically it came down to budget and my lack of craftsmanship ability. Cash flow and skill level were the main concerns when choosing my shelves.

For those on a budget and for those that have the ability to build a shelf that will not collapse, custom shelving is the way to go. The custom option always looks the best because the shelves are made to fit the game, and you do not have to try to make the games fit on the shelves. Below is an example of Sparky's shelves custom built to fit NES, SNES, and N64 carts. The SNES and NES game shelf materials cost around \$70 each and the N64 shelf around \$45. A full sheet of instructions on building these shelves can be found by following the link posted in the thread for this article.



For those who have a little bit bigger budget and more patience, theme game rooms based on your favorite game are always fun. Maximus Clean's room is based on Donkey Kong and incorporates the cart collection into the display quite nicely. Also, be sure to note the SNES collection running along the roof.



For those like me that have no mechanical aptitude and a budget that is somewhere in the middle of the previous examples, there are a number of commercially available shelving systems that work quite well. The most popular is the Billy Bookcase series from IKEA. A detailed description of these shelves can easily be found on IKEA's website.

I would like to offer a couple of tips for people that explore this option. First, choose the "black" shelves, as opposed to the "black-brown" shelves. This will save you \$30 per unit. Second, if you choose to purchase additional shelves, IKEA wants \$15 each for them. However, if you buy a complete extra unit for \$60, you can cut it up to form 11 extra shelves, effectively saving you \$105. You will have to drill a couple holes for the extra shelves to eliminate random extra space, but this is not difficult and only takes about 30 seconds per shelf. I recommend using a plastic game cart case for hole spacing. Simply set the plastic case on the previous shelf and it will provide you with perfect height and depth spacing for loose carts. If you are using cart protectors, leave about a quarter inch of space above the case.

The only problem with most commercially available shelving is depth. This is easily solved through the use of a square dowel rod and a glue gun. After the games are stacked on the shelves, you can no longer see these additions, so aesthetics are not an issue. This will also leave you room to store doubles, controllers, or adult movies. After putting all your carts into cart protectors, the shelf looks most impressive.



That pretty much covers the cart only collectors, but what about those of us that also collect CIBs? All of the above techniques can be easily modified for the storage of boxed games. First, we have some custom-designed shelving. Here, Batty is

## PAGE 8

using a dual layer design with the bulk of the games stacked neatly along the back wall while displaying his favorite titles up front where they are easy to inspect.



Another popular use of the Billy Bookcases is storage of CIBs. As you can see from Jumpman Jr's collection, these shelves are very diverse.



A benefit of buying the commercially available bookcases is that they come with sturdy, long, skinny boxes that work great for displaying your favorite games. This is illustrated in the following picture.



All the different methods of displaying your collection are acceptable. There is no wrong way to do it. Use your imagination and see what you can come up with. The community loves seeing the different ways people display their collections. Whatever you decide, post pictures on NintendoAGE. We would love to see them! However you choose to display your collection, the biggest crowd pleaser is the rare games shelf. I took this pic a while ago before I got rid of my extras and put the rest in my safe deposit box. Enjoy.

I hope that this article has given you some idea of where to start your next game room construction project. I certainly look forward to seeing pictures of new and interesting designs. I would like to thank NintendoAGE members Sparky1821, Maximus\_Clean, Jumpman Jr., Battymo, and Miss Clawful for providing pictures for this article.

I will leave you with one final tip. Always bolt the top of your shelves to a stud or wall anchor. It will save you time, money, and potentially prevent injury. Thanks for reading!

*Right: MissClawful's detailed system of organization.  
Below: Mario Right Nut's rare collection (featuring Ultimate Frogger Champion).*





January 2010

[www.NintendoAGE.com](http://www.NintendoAGE.com)

720	4	0	Baseball Simulator 1.000	5	0	Bugs Bunny Birthday Blowout	5
1942	7	0	Baseball Stars	8	0	Bugs Bunny Crazy Castle	7
1943	7	0	Baseball Stars 2	14	0	Bump 'N Jump	4
10 Yard Fight	4	0	Bases Loaded	3	0	Burai Fighter	4
3-D World Runner	4	0	Bases Loaded 2	4	0	Burgertime	8
8 Eyes	4	-1	Bases Loaded 3	4	0	Cabal	4
Abadox	4	-1	Bases Loaded 4	9	-3	Caesar's Palace	4
Action 52	76	-16	Batman	6	0	California Games	6
AD&D Dragonstrike	8	-5	Batman Return of the Joker	9	-1	Caltron 6 in 1	191
AD&D Heroes of the Lance	5	-1	Batman Returns	6	-1	Captain America	8
AD&D Hillsfar	16	-3	Battle Chess	4	0	Captain Comic	8
AD&D Pool of Radiance	13	-1	Battle of Olympus	6	0	Captain Planet	6
Addams Family	6	0	Battleship	6	-1	Captain Skyhawk	4
Adventure Island	8	0	Battletank	5	0	Casino Kid	4
Adventure Island 2	11	0	Battletoads	14	+3	Casino Kid 2	20
Adventure Island 3	19	0	Battletoads & Double Dragon	21	-1	Castelian	5
After Burner	5	0	Bayou Billy	4	0	Castle of Deceit	32
Air Fortress	4	+1	Bee 52	8	+1	Castle of Dragon	5
Airwolf	4	0	Beetlejuice	8	+1	Castlequest	4
Al Unser Jr's Turbo Racing	3	0	Best of the Best	9	-5	Castlevania	10
Alfred Chicken	17	-3	Bible Adventures	8	-1	Castlevania 2	6
Alien 3	7	-1	Bible Buffet	28	0	Castlevania 3	11
Alien Syndrome	5	0	Big Bird's Hide & Speak	4	0	Caveman Games	6
All Pro Basketball	4	0	Big Foot	5	-1	Challenge of the Dragon	22
Alpha Mission	3	0	Big Nose Freaks Out	8	-2	Championship Bowling	4
Amagon	4	-1	Big Nose Freaks Out (Aladdin)	21	+3	Championship Pool	8
American Gladiators	5	-1	Big Nose the Caveman	9	0	Cheetahmen 2	404
Anticipation	3	0	Bill & Ted's Excellent Adventure	5	0	Chessmaster	4
Arch Rivals	4	0	Bill Elliot's NASCAR Challenge	5	0	Chiller	22
Archon	5	0	Bionic Commando	6	-1	Chip N' Dale Rescue Rangers	9
Arkanoid	9	-1	Black Bass	5	0	Chip N' Dale Rescue Rangers 2	46
Arkista's Ring	7	+1	Blackjack	23	+3	Chubby Cherub	11
Astyanax	3	0	Blades of Steel	4	0	Circus Caper	4
Athena	5	+1	Blaster Master	5	0	City Connection	5
Athletic World	5	0	Blue Marlin	8	-1	Clash at Demonhead	4
Attack of the Killer Tomatoes	6	-1	Blues Brothers	11	+2	Classic Concentration	7
Baby Boomer	19	-4	Bo Jackson Baseball	5	0	Cliffhanger	7
Back to the Future	5	+1	Bomberman	11	+1	Clu Clu Land	6
Back to the Future 2 & 3	6	0	Bomberman 2	24	0	Cobra Command	4
Bad Dudes	5	0	Bonk's Adventure	44	-1	Cobra Triangle	4
Bad News Baseball	6	0	Boulder Dash	7	-1	Codename: Viper	3
Bad Street Brawler	4	0	Boy and His Blob, A	6	0	Color A Dinosaur	13
Balloon Fight	7	-1	Break Time	5	-1	Commando	4
Bandit Kings of Ancient China	27	-1	Breakthru	4	+1	Conan	12
Barbie	6	0	Bubble Bath Babes	474	+19	Conflict	10
Bard's Tale	7	0	Bubble Bobble	13	0	Conquest of the Crystal Palace	5
Base Wars	6	0	Bubble Bobble 2	103	-3	Contra	17
Baseball	4	0	Bucky O'Hare	12	0	Contra Force	30

Cool World	9	-2	Dragon Warrior 2	19	+1	Gauntlet (unlicensed)	4	-1
Cowboy Kid	19	-1	Dragon Warrior 3	25	-1	Gauntlet 2	6	+1
Crash a/t Boys Street Challenge	9	-3	Dragon Warrior 4	34	+1	Gemfire	21	+2
Crash Dummies, Incredible	8	-1	Dragon's Lair	8	+1	Genghis Kahn	10	0
Crystal Mines	11	-2	Duck Hunt	5	+1	George Foreman KO Boxing	5	+2
Crystalis	9	0	Duck Tales	9	0	Ghost Lion	9	-1
Cyberball	6	+2	Duck Tales 2	41	+2	Ghostbusters	7	-1
Cybernoid	3	0	Dudes with Attitude	7	0	Ghostbusters 2	6	0
Dance Aerobics	6	+1	Dungeon Magic	4	0	Ghosts 'N Goblins	7	+1
Danny Sullivan's Indy Heat	8	-2	Dusty Diamond's All Star Softball	22	+1	Ghoul School	8	-1
Darkman	5	0	Dyno Warz	3	0	Gilligan's Island	7	0
Darkwing Duck	10	0	Elevator Action	5	0	Goal!	3	0
Dash Galaxy	4	0	Eliminator Boat Duel	6	-1	Goal! 2	7	-9
DayDreamin' Davey	4	0	Empire Strikes Back	10	-1	Godzilla	5	-1
Days of Thunder	4	0	Everet/Lendel Top Player's Tennis	4	+1	Godzilla 2	17	-5
Deadly Towers	4	0	Excitebike	7	+1	Gold Medal Challenge	6	-2
Death Race	16	-1	Exodus	6	-1	Golf	3	0
Deathbots	13	+2	F-117a Stealth	6	+1	Golf Challenge Pebble Beach	4	+1

Scans for the SNES database! Contact Mario's Right Nut or SuperNESman for details!

See the sticky thread in:  
"Collector's Corner"



[NES](#) | [GB](#) | [GBC](#) | [SNES](#) | [VB](#) | [N64](#) | [GBA](#) | [GC](#) | [DS](#) | [Wii](#) | [FDS](#) | [FC](#) | [SFC](#) | [GW](#) | [Arcade](#) | [Other](#)

Defender 2	4	+1	F-15 City War	6	+1	Golf Grand Slam	5	0
Defender of the Crown	4	0	F-15 Strike Eagle	6	+1	Golgo 13: Top Secret Episode	4	0
Defenders of Dynatron City	6	0	Family Feud	7	0	Goonies 2	4	0
Déjà Vu	5	0	Fantastic Adv. Dizzy (Aladdin)	26	+3	Gotcha!	4	0
Demon Sword	4	0	Fantastic Adventures of Dizzy	8	0	Gradius	6	+1
Desert Commander	4	0	Fantasy Zone	6	-1	Great Waldo Search	10	+2
Destination Earthstar	4	+1	Faria	20	0	Greg Norman's Golf Power	4	-2
Destiny of an Emperor	8	-1	Faxanadu	4	-1	Gremlins 2	6	0
Dick Tracy	4	+1	Felix the Cat	11	0	Guardian Legend	5	0
Die Hard	19	-3	Ferrari Grand Prix	5	+1	Guerilla War	5	0
Dig Dug 2	6	+1	Fester's Quest	3	0	Gumshoe	5	0
Digger T. Rock	5	0	Final Fantasy	12	0	Gun Nac	23	0
Dino Riki	4	+1	Fire and Ice	35	-1	Gunsmoke	7	-1
Dirty Harry	4	0	Fire Hawk	5	-1	Gyromite	4	0
Disney Adventure Magic Kingdom	5	0	Fisher Price Firehouse Rescue	6	0	Gyruss	5	+1
Dizzy the Adventurer (Aladdin)	23	+3	Fisher Price I Can Remember	4	0	Harlem Globetrotters	5	+1
Donkey Kong	14	+1	Fisher Price Perfect Fit	5	+1	Hatriss	10	0
Donkey Kong 3	9	0	Fist of the North Star	4	-1	Heavy Barrel	5	+1
Donkey Kong Classics	11	0	Flight of the Intruder	5	-1	Heavy Shreddin'	4	0
Donkey Kong Jr.	9	0	Flintstones	9	+1	High Speed	5	0
Donkey Kong Jr. Math	12	0	Flintstones 2 Surprise Dino Peak	160	+5	Hogan's Alley	5	0
Double Dare	6	0	Flying Dragon	5	+1	Hollywood Squares	4	0
Double Dragon	8	0	Flying Warriors	3	-2	Home Alone	5	0
Double Dragon 2	7	0	Formula One: Built to Win	9	+1	Home Alone 2	4	0
Double Dragon 3	9	0	Frankenstein	11	+1	Hook	5	0
Double Dribble	4	+1	Freedom Force	5	0	Hoops	3	0
Double Strike	6	0	Friday the 13th	5	0	Hot Slots	650	0
Dr. Chaos	4	0	Fun House	4	-1	Hudson Hawk	7	+2
Dr. Jekyll & Mr. Hyde	4	0	G.I. Joe: A Real American Hero	18	-1	Hunt for Red October	4	0
Dr. Mario	6	0	G.I. Joe: Atlantis Factor	14	+1	Hydlide	4	0
Dracula	11	-1	Galactic Crusader	11	-7	Ice Climber	8	0
Dragon Fighter	14	+2	Galaga	7	0	Ice Hockey	3	0
Dragon Power	4	0	Galaxy 5000	9	-1	Ikari Warriors	5	0
Dragon Spirit	4	+1	Gargoyle's Quest 2	10	-1	Ikari Warriors 2	4	-1
Dragon Warrior	4	-1	Gauntlet (licensed)	5	+1	Ikari Warriors 3	8	-2

Image Fight	5	0	Legacy of the Wizard	4	0	Micro Machines (Aladdin)	13	0
Immortal	5	0	Legend of Kage	4	0	MIG-29	4	-1
Impossible Mission 2 (AVE)	12	+1	Legend of Zelda	11	0	Might & Magic	11	-11
Impossible Mission 2 (SEI)	7	0	Legendary Wings	4	0	Mighty Bombjack	5	+1
Indiana Jones: Crusade (Taito)	8	-2	Legends of the Diamond	6	0	Mighty Final Fight	21	0
Indiana Jones: Crusade (UBI)	38	+6	Lemmings	18	+2	Mike Tyson's Punch-Out!!	14	0
Indiana Jones: Temple (Mindscp)	5	+1	L'Empereur	27	+3	Millipede	5	0
Indiana Jones: Temple (Tengen)	6	0	Lethal Weapon	9	-1	Milon's Secret Castle	4	0
Infiltrator	4	+1	Life Force	6	0	Miracle Piano System	8	+1
Iron Tank	4	0	Linus Spacehead	16	-6	Mission Cobra	26	+1
Ironsword: Wizards & Warriors 2	4	0	Linus Spacehead (Aladdin)	28	0	Mission: Impossible	4	+1
Isolated Warrior	5	-1	Little League Baseball	8	0	Monopoly	5	0
Ivan Stewart's Super Off Road	7	0	Little Mermaid	6	-1	Monster in My Pocket	8	-1
Jack Nicklaus' 18 Holes of Golf	4	+1	Little Nemo	6	0	Monster Party	5	+1
Jackal	5	+1	Little Ninja Brothers	10	-1	Monster Truck Rally	9	+1
Jackie Chan's Action Kung Fu	13	0	Little Samson	89	+5	Moon Ranger	36	-2
James Bond Jr.	8	-1	Lode Runner	5	0	Motor City Patrol	13	-3
Jaws	5	0	Lolo	6	0	Ms Pac-man (Namco licensed)	16	+1
Jeopardy!	4	+1	Lolo 2	16	+2	Ms Pac-man (Tengen unlicensed)	13	0
Jeopardy! 25th Anniversary	5	+1	Lolo 3	23	+1	MULE	12	0
Jeopardy! Junior	4	0	Lone Ranger	7	-1	Muppet Adventure	5	0
Jeopardy!, Super	5	+1	Loopz	4	0	MUSCLE	4	0
Jetsons	21	+1	Low G Man	4	+1	Mutant Virus	6	+1
Jimmy Connors Tennis	17	-2	Lunar Pool	4	0	Myriad 6 in 1	985	0
Joe and Mac	6	0	Mach Rider	4	0	Mystery Quest	4	0
John Elway's Quarterback	3	0	Mad Max	5	0	NARC	4	0
Jordan vs. Bird: One on One	4	0	Mafat Conspiracy	4	0	NES Open Golf	5	+1
Joshua	12	0	Magic Darts	6	+1	NFL Football	4	0
Journey to Silius	6	-1	Magic Johnson's Fast Break	3	0	Nigel Mansell's World Ch.Racing	6	+2
Joust	5	+1	Magic of Scheherazade	6	0	Nightmare on Elm Street	14	0
Jungle Book	8	-1	Magician	9	-1	Nightshade	4	-2
Jurassic Park	5	0	Magmax	4	0	Ninja Crusaders	7	0
Kabuki Quantum Fighter	4	0	Major League Baseball	3	0	Ninja Gaiden	6	-1
Karate Champ	3	-1	Maniac Mansion	10	+1	Ninja Gaiden 2	6	0
Karate Kid	4	0	Mappyland	5	-1	Ninja Gaiden 3	17	-1
Karnov	5	0	Marble Madness	5	0	Ninja Kid	5	0
Kick Master	7	0	Mario Brothers	11	-1	Nobunaga's Ambition	7	0
Kickle Cubicle	8	-1	Mario Is Missing	14	0	Nobunaga's Ambition 2	24	+10
Kid Icarus	11	-1	Mario's Time Machine	29	+3	North and South	16	+1
Kid Klown	20	+1	Master Chu and the Drunkard Hu	12	-2	Operation Secret Storm	30	+1
Kid Kool	5	0	Maxi 15	35	-2	Operation Wolf	4	0
Kid Niki	5	0	MC Kids	8	-1	ORB-3D	3	0
King Neptune's Adventure	37	-18	Mechanized Attack	9	0	Othello	4	0
King of Kings	6	0	Mega Man	20	+2	Overlord	8	0
King's Knight	4	0	Mega Man 2	11	0	Pac-Man (Namco)	9	-2
Kings of the Beach	4	0	Mega Man 3	10	+1	Pac-Man Tengen licensed	8	+1
King's Quest 5	10	-1	Mega Man 4	13	0	Pac-Man Tengen unlicensed	8	0
Kirby's Adventure	9	-1	Mega Man 5	27	+1	Pac-Mania	9	-2
Kiwi Kraze	6	-1	Mega Man 6	18	+1	Palamedes	5	+1
Klash Ball	7	+1	Menace Beach	27	-12	Panic Restaurant	63	-9
Klax	5	0	Mendel Palace	4	-1	Paperboy	9	0
Knight Rider	4	0	Mermaids of Atlantis	23	-2	Paperboy 2	9	-2
Krazy Kreatures	7	-1	Metal Fighter	9	-1	Peek A Boo Poker	302	-379
Krion Conquest	7	0	Metal Gear	7	0	Pestterminator	19	-3
Krusty's Fun House	6	+1	Metal Mech	5	+1	Peter Pan and the Pirates	5	0
Kung Fu	5	0	Metal Storm	16	-1	Phantom Fighter	4	-1
Kung Fu Heroes	4	0	Metroid	8	0	Pictionary	4	0
Laser Invasion	5	-1	Michael Andretti's World GP	4	0	Pinball	4	0
Last Action Hero	7	+3	Mickey Adventure in Numberland	10	-3	Pinball Quest	4	0
Last Ninja	7	0	Mickey Mousecapade	4	0	Pinbot	4	+1
Last Starfighter	5	-1	Mickey Safari in Letterland	7	-1	Pipe Dream	5	0
Lee Trevino's Fighting Golf	4	+1	Micro Machines	17	+2	Pirates!	11	+1

Platoon	4	+1	RoadBlasters	4	0	Smash TV	5	-1
Play Action Football	4	+1	Robin Hood: Prince of Thieves	4	0	Snake Rattle 'N Roll	6	+1
Popeye	7	0	Robocop	4	+1	Snake's Revenge	7	0
POW	4	-1	Robocop 2	6	0	Snoopy's Silly Sports	5	-1
Power Blade	6	-1	Robocop 3	9	-2	Snow Brothers	49	-6
Power Blade 2	56	+7	Robodemons	10	-8	Soccer	4	-1
Power Punch 2	10	0	RoboWarrior	4	0	Solar Jetman	3	-1
P'rädikus Conflict	28	0	Rock N' Ball	4	+1	Solitaire	24	-1
Predator	5	0	Rocket Ranger	4	0	Solomon's Key	5	0
Prince of Persia	10	-1	Rocketeer	3	-1	Solstice	4	0
Princess Tomato	22	-3	Rockin' Kats	17	+4	Space Shuttle	7	+1
Pro Sport Hockey	19	-1	Rocky and Bullwinkle	4	-1	Spelunker	5	0
Pro Wrestling	4	0	Roger Clemens Baseball	3	0	Spider-Man: Sinister Six	8	+1
Pugsley's Scavenger Hunt	10	-1	Rollerball	4	0	Spiritual Warfare	8	-1
Punch-Out!!	9	-1	Rollerblade Racer	7	+2	Spot	4	0
Punisher	7	0	Rollergames	4	+1	Spy Hunter	5	+1
Puss 'N Boots	7	0	Rolling Thunder	4	0	Spy vs. Spy	5	-1
Puzzle	7	-2	Romance o/t Three Kingdoms	6	-3	Spoon	12	-1

Scans for the SNES database! Contact Mario's Right Nut or SuperNESman for details!

See the sticky thread in:  
"Collector's Corner"



NES | GB | GBC | SNES | VB | N64 | GBA | GC | DS | Wii | FDS | FC | SFC | GW | Arcade | Other

Puzznic	9	+2	Romance o/t Three Kingdoms 2	18	-2	Stack Up	22	+1
Pyramid	9	+1	Roundball	4	0	Stadium Events	1727	0
Q*Bert	6	-1	Rush N' Attack	4	0	Stanley	10	-1
Qix	14	-3	Rygar	6	0	Star Force	5	0
Quattro Adventure	5	-1	SCAT	11	-1	Star Soldier	3	0
Quattro Adventure Aladdin	14	-1	Secret Scout	50	-18	Star Trek: 25th Anniversary	7	-1
Quattro Arcade	11	0	Section Z	4	+1	Star Trek: The Next Generation	11	+2
Quattro Sports	4	-1	Seicross	3	0	Star Voyager	4	+1
Quattro Sports Aladdin	12	-1	Sesame Street 1-2-3	4	0	Star Wars	8	0
R.B.I. Baseball 2	6	-1	Sesame Street 1-2-3/A-B-C	6	0	Starship Hector	5	+1
R.B.I. Baseball 3	7	0	Sesame Street A-B-C	4	0	StarTropics	4	0
R.B.I. Baseball licensed	5	-1	Sesame Street Countdown	5	+1	Stealth	3	0
R.B.I. Baseball unlicensed	8	-1	Shadow of the Ninja	8	0	Stinger	5	0
R.C. Pro-Am Racing	5	0	Shadowgate	5	0	Street Cop	11	+1
R.C. Pro-Am Racing 2	27	+1	Shatterhand	8	+1	Street Fighter 2010	4	0
Race America, Alex DeMeo's	10	+2	Shingen the Ruler	5	+1	Strider	4	0
Racket Attack	4	+1	Shinobi	7	0	Stunt Kids	24	+6
Rad Gravity	6	0	Shockwave	8	0	Sunday Funday	88	+46
Rad Racer	4	0	Shooting Range	9	+1	Super C	12	0
Rad Racer 2	4	0	Short Order/Eggsplode	5	-1	Super Cars	8	-2
Rad Racket	22	0	Side Pocket	4	0	Super Dodge Ball	11	0
Raid 2020	11	+1	Silent Assault	12	-8	Super Glove Ball	3	0
Raid on Bungeling Bay	4	0	Silent Service	3	0	Super Mario Brothers	5	0
Rainbow Islands	18	+1	Silk Worm	5	-2	Super Mario Brothers 2	12	0
Rally Bike	6	+1	Silver Surfer	7	0	Super Mario Brothers 3	12	+1
Rambo	4	0	Simpsons: Bart vs. The World	6	0	Super Mario/Duck Hunt	6	0
Rampage	6	0	Simpsons: Radioactive Man	8	0	Super Mario/Duck Hunt/WCTM	5	0
Rampart	6	-1	Simpsons: Space Mutants	6	0	Super Pitfall	5	-1
Remote Control, MTV's	4	+1	Skate or Die	4	0	Super Spike V'Ball	4	0
Ren and Stimpy: Buckaroos	8	-1	Skate or Die 2	4	0	Super Spike V'Ball/World Cup	5	+1
Renegade	4	0	Ski or Die	5	+1	Super Sprint	4	0
Rescue: Embassy Mission	3	0	Skull and Crossbones	5	-1	Super Spy Hunter	8	+1
Ring King	5	0	Sky Shark	4	0	Super Team Games	4	0
River City Ransom	14	0	Skykid	6	+1	Superman	7	-1
Road Runner	6	0	Slalom	4	0	Swamp Thing	8	-3

Sword Master	14	+1	Toobin'	7	0	Wheel of Fortune: Family Edition	4	0
Swords & Serpents	4	0	Top Gun	3	0	Wheel of Fortune: Junior Edition	4	0
T&C Surf Design	4	0	Top Gun 2	3	0	Wheel of Fortune: Vanna White	5	+1
T&C Surf Design 2 Thrillas Surfari	8	-1	Total Recall	4	0	Where in Time/Carmen Sandiego	5	0
Taboo: The Sixth Sense	3	-1	Totally Rad	4	0	Where's Waldo?	6	+1
Tag Team Wrestling	3	0	Touchdown Fever	6	+2	Who Framed Roger Rabbit?	5	0
Tagin' Dragon	21	+2	Toxic Crusader	8	-1	Whomp 'Em	6	-1
Talespin	6	+1	Track and Field	5	0	Widget	9	-1
Target: Renegade	4	0	Track and Field 2	4	+1	Wild Gunman	9	-1
Tecmo Baseball	4	+1	Treasure Master	5	0	Willow	5	+1
Tecmo Bowl	7	+1	Trick Shooting	5	0	Win, Lose or Draw	3	0
Tecmo Cup Soccer	14	-1	Trog	5	0	Winter Games	4	0
Tecmo NBA Basketball	5	0	Trojan	4	+1	Wizardry	5	-1
Tecmo Super Bowl	13	+1	Trolls on Treasure Island	11	0	Wizardry 2: Knight of Diamonds	14	-2
Tecmo World Wrestling	5	+1	Twin Cobra	3	-1	Wizards & Warriors	5	+1
Teenage Mutant Ninja Turtles	5	0	Twin Eagle	4	0	Wizards & Warriors 3	11	-1
Teenage Mutant Ninja Turtles 2	9	0	Ultima: Exodus	5	-1	Wolverine	7	0
Teenage Mutant Ninja Turtles 3	14	0	Ultima: Quest of the Avatar	9	0	World Champ	7	0
Teenage Mutant Ninja Turtles TF	30	-3	Ultima: Warriors of Destiny	21	-1	World Class Track Meet	5	+1
Tennis	4	0	Ultimate Air Combat	11	+3	World Cup Soccer	4	-1
Terminator	6	0	Ultimate Basketball	3	0	World Games	4	-1
Terminator 2: Judgement Day	5	+1	Ultimate League Soccer	22	0	Wrath of the Black Manta	4	+1
Terra Cresta	7	0	Ultimate Stuntman	6	0	Wrecking Crew	7	0
Tetris (Nintendo licensed)	7	-1	Uncharted Waters	15	0	WURM	5	0
Tetris (Tengen unlicensed)	31	0	Uninvited	18	0	WWF King of the Ring	7	-1
Tetris 2	6	0	Untouchables	7	0	WWF Steel Cage	4	0
Three Stooges	5	0	Urban Champion	4	0	WWF Wrestlemania	3	0
Thunder and Lightning	8	0	Vegas Dream	3	0	WWF Wrestlemania Challenge	4	0
Thunderbirds	4	0	Venice Beach Volleyball	5	-1	Xenophobe	4	0
Thundercade	4	0	Vice: Project Doom	6	0	Xevious	4	-1
Tiger Heli	4	0	Videomation	3	-1	Xexyz	4	0
Tiles of Fate	7	-2	Vindicators	4	0	X-Men	6	0
Time Lord	3	0	Volleyball	4	0	Yo! Noid	6	0
Times of Lore	10	+1	Wacky Races	23	+2	Yoshi	6	+1
Tiny Toon Adventures	7	0	Wall Street Kid	3	0	Yoshi's Cookie	5	0
Tiny Toon Adventures 2	7	-1	Wally Bear and the No! Gang	10	-1	Young Indiana Jones	13	-1
Tiny Toon Cartoon Workshop	7	0	Wario's Woods	10	-1	Zanac	4	-1
To The Earth	4	0	Wayne Gretzky Hockey	4	0	Zelda 2: The Adventure of Link	8	-1
Toki	10	-1	Wayne's World	24	-6	Zen Intergalactic Ninja	7	-1
Tom and Jerry	7	-1	WCW: World Champ. Wrestling	4	-1	Zoda's Revenge: StarTropics 2	6	+1
Tom Sawyer	5	+1	Werewolf	4	0	Zombie Nation	26	0
Tombs and Treasure	8	-2	Wheel of Fortune	4	0			

Don't do it!

This list has been compiled objectively using only information gathered from eBay listings for the last three months. As such, it is presented as a guide by which one may compare game values, but of course individual transactions will vary. Figures are for loose cartridges, and include an adjustment added to the closing price to represent average 'padded' shipping costs that most eBay sellers charge. This data is copyright NintendoAGE.com and may not be reproduced without permission except for personal use.



# nA

## Member Spotlight: **SUPERNESMAN**

**[Name:]** Deniz Kahn.

**[Age:]** 16 (basically by the time this gets published).

**[Location:]** Chicago, IL.

**[Occupation:]** Student/Reseller.

**[Children:]** Mini-walruses (if you don't know, don't ask!).

**[Why did you get into collecting?]** I had an idea that it would be easy to get all the games I missed in my childhood for the SNES, but once I started finding out how much there was out there, it was too late to turn back.

**[Describe your collection.]** 500 Loose NES including Stadium Events mostly unique, about 380 CIB also mostly unique, 130 Loose SNES, and 210 CIB SNES. Also several N64, but I don't actively collect it as much as NES and SNES yet. Several Famicom and Super Famicom that I got, but I only collect NTSC NES, SNES, and N64. I also love picking up signs and other cool promo odds n ends, and I have a beautiful test station.

**[What are the most prized possessions in your collections?] Definitely my Stadium Events because of how I acquired it and how since it was very early into my collecting,**

it really motivated me to keep going.

**[For the newer members please tell us the story of how you got your Stadium Events.]** When I was 13, I organized a meet up with a guy I found on Craigslist named Jose who had a bunch of games for sale. He wanted 400 bucks for everything, but I had a little over half that. Hoping my dad could bargain with him while I headed off to school, I gave him the money. Bargain he did, and I came home very happy with my biggest purchase yet. Sifting through everything, I spotted the familiar label from research I had done: Stadium Events. I knew that there was a PAL version that I could confuse it with, so with the game in hand I ran to my computer, did a few checks, and realized soon enough that I had THE Stadium Events..

**[Favorite childhood NES memory?] Seeing that I never owned a NES, my best SNES memory was playing Super Mario World alongside my dad every morning who would read to me from the very thick guide when I was 2. I also loved to watch my brother and help him play Ocarina Of Time as a kid.**

**[What is your favorite thing about**

**NintendoAGE?]** The people. Alongside with all the gaming talk, trading and building my collection, and homebrew releases, it's the wonderful community that accepted me as a younger collector, the community that gets together to escape the clutches of the sometimes-imprisoning Internet. From the site creator to the mods to just the average gamer and collector, there's always some way you can bond with them.

**[What's one thing you'd like to share with everyone at NintendoAGE that most would not know about you?] I'm only 16. My dad Jewish, my mom is Muslim, my dad collects comics and understands my passion, and someday his whole collection will be mine. What will I do with it? No clue. I got a 4.8GPA last year, and surprisingly have a life. Sticking to the roots is what I'm all about. My generation consists of too many ignorant kids who think the N64 was the first-ever gaming system. And with games becoming too easy and pulling the world away from the NES I feel I need to keep the love alive. Plus, the games are just awesome.**

### DENIZ's TOP 5 RECOMMENDATIONS

1. Wario's Woods, 2. Fire N Ice,
3. Mega Man 5, 4. Tetris,
5. Super Mario Bros. 3



## INTERVIEW WITH A NINTENDO GAMEPLAY COUNSELOR pt. 2

> OTTO HANSON *limbofunk*

**[TK]:** Being a GPC was a pretty good gig. You helped people with their games, and you played your own games on the clock. And NOA paid you to do this! If you were A) a people person and B) a gamer, this was the job for you. The problem was not everyone fell under category "A" on the phones. Even for the majority of GPCs who were good with consumers on a daily basis, well, everyone has their limits. It wasn't the run-of-the-mill calls that wore me down, as those were just too easy to answer and move along to the next. It was the problem calls – the irate/bitchy callers, the "hold my hand and tell me how to do every last thing I need to do while I do it" callers, the obnoxious kids, and the hopelessly clueless (you could explain something ten different ways in three different languages, and they STILL DON'T GET IT). Those examples are what caused people to either leave NOA, or think about moving elsewhere within the



company.

GPCs would bust their asses to score some off-the-phone time. Writing letters in Correspondence, working on FAQs and walkthroughs, conducting GPC training for the latest batch of new recruits – if it involved time off the phones, you wanted it.

I managed to land a few positions that reduced my on the phones time: GPC Trainer, Team Nintendo, and Assistant Lead. Running training was both fun and stressful – you needed to send people out to the Call Center who were ready to take calls. If they struggled or failed, it often reflected poorly on those who trained them. When I was one of the Trainers, my boss was Blaine Phelps. He was this big, loud, imposing figure who stomped around the Call Center and caused people to cower and avert their eyes. Of course once you got to know him, you find out he's a big softie and a great guy – just not at work!

Team Nintendo was a group of GPCs who were the face of NOA. We did public appearances, press tours, shot promotional material for in-house use, that sort of thing.

As an Assistant Lead, I helped my team leader with his duties – mostly monitoring call quality, providing assistance to GPCs who had questions or needed to hand off problem callers, stuff like that. Nothing glamorous, but it got you off the phones for a spell, and if you didn't screw up too bad, maybe even get yourself noticed for bigger and better things...like getting out of the Call Center once and for all!

For me, that moment came 4.5 years after my first day as a GPC. I was hired as a Product Coordinator in the Treehouse (Product Acquisition and Development). I wrote instruction manuals, evaluated concepts, tested games, bought toys for developers (it's true!), recorded gameplay footage for in-house use, and played VGA Planets (only on breaks and lunch...wink wink nudge

nudge).

**[Limbo]:** Team Nintendo sounds really interesting, could you explain how the team came about, what they did and what your role was within? Were there any events in particular that you would like to share?

**[TK]:** Team Nintendo started out as a very small group of people (something like 3-4 GPCs) who could not only do PR work, but could actually speak about games and knew what they were talking about. The aforementioned Blaine Phelps was one of those early Team Nintendo talking heads. Eventually they expanded the team to around 8 or 10 GPCs, and I was lucky enough to earn a spot on the team at that point in time.

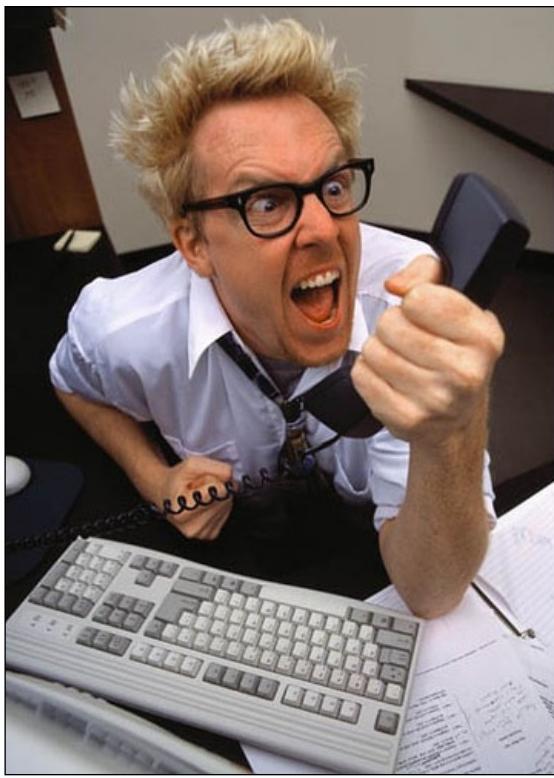
I was fortunate to do a lot of different events both locally and across the U.S. We worked with the folks from Golin/Harris, NOA's PR firm. Everyone on Team Nintendo could share the same type of war stories – events that were a blast, cool people, fabulous locations...along with events that sucked, things that went south, uncool people, and forgettable locations.

CES and E3 were always big events for us. Long days, lots of interviews, on your feet most of the time, loud music, booth babes, and trying to squeeze in personal time to check out new games. Whew!

I could go on and on about Team Nintendo, but I'll just mention a couple of memorable trips. My favorite trip was during the StarFox rollout tour. Not because I was sent to a Super K-Mart in Cleveland, but because Mercury astronaut Scott Carpenter was our special guest. I shared a limo ride with him from the hotel to the K-Mart, and let me tell you, he is a true gentleman. He was easy to talk to, genuine, and not full of himself at all. At the event, you could tell he was a real believer in getting the next generation of future astronauts excited about the space program, even though the tie-in with a fictional space shooter video game was a stretch at best.

My "Waterloo" was in Dallas during the SNES NHL Stanley Cup rollout. I didn't know until I arrived on location that I was going to emcee the event in the middle of a mall! I do just fine with the press, with the gamers, radio, TV, print...but when you thrust a microphone in my hand and expect me to wing it, to be charming, to keep the event going smooth...picture tumbleweeds, crickets chirping. I bombed. I even managed to get the evil eye from three Dallas Stars hockey players when I said they would be happy to sign a few autographs, when in fact they weren't. Oops!

I had a blast doing Team Nintendo, and would do it all over again in a heart-



## &gt; counselor interview, cont.

beat.

**[Limbo]:** Could you elaborate a bit more about when you worked in Product Acquisition & Development? What exactly did that department handle and what was your job within? Also, why was it called "The Treehouse"?

**[TK]:** The Treehouse - PA&D was just that. We were responsible for acquiring and developing new titles. Some of the big games and deals of the time (DKC, StarFox, Killer Instinct, Cruisin' USA, etc) were filtered through our group.

I was a Product Coordinator, and I did a lot of everything. I wrote and edited instruction manuals, worked with vendors to create masters for boxes and manuals, acted as a go-between for our department and the developers such as Rare and DMA, and evaluated games on the formal NOA evaluation chart system (it was kind of an asterisk-shaped chart, and I think the numbers ran low to high from the middle out, and then you connected the dots to form a polyhedron of sorts - I don't recall how many categories or how many points were possible, though).

I recorded gameplay footage. LOTS of gameplay footage! I would go to a local shop called Western Video, and a technician would hook up whatever console we needed to high-end recording gear, and off I went. The gameplay footage had a number of uses: B-roll tapes that PR would mail to the media, compilations for use at events and tradeshows, in-house demos, you name it, we recorded it. I got to be a half-decent video producer, and had fun working with those folks to make tapes. I also took hun-

dreds, maybe thousands of screen shots too. And there was a fair amount of filing and grunt work too. I also continued to do a little PR work, but no longer as a member of Team Nintendo.

Sometimes games were completed but never released. SNES Comanche was one of those. At the time, I thought it was pretty weird to go through all that work and spend all that money, only to shelve it forever. Later in life, when I worked at Kemco, and we released Batman: Dark Tomorrow, I wish we had pulled a Comanche and never released BDT. But NOA/NCL had much deeper pockets than Kemco, and could afford to eat a few titles. Kemco, not so much...

Oh, and The Treehouse name - I think it was simply the name of the room we were located in. All the big conference rooms had names (Zelda, etc). I guess because ours was one of the few secure rooms & we were working on Donkey Kong Country at the time, The Treehouse name just fit.

**[Limbo]:** Were there any titles you had a chance to play that were unreleased and were actually enjoyable to you?

**[TK]:** My all-time favorite unreleased title was for the SNES. It was Taloon's Mystery Dungeon by Chun Soft, and it hooked me big time! I was such a Taloon's junkie that I was truly bummed when the folks upstairs in Product Testing needed the EPROM cart back. I still have my Happy Music Box that Chun Soft sent me for being one of the first Americans to reach the bottom of the dungeon – I'm not sure how true that is, but it made me very happy at the time!

**[Limbo]:** Do you have any memorable moments of meeting with any of the Nintendo Heavyweights (Howard Lincoln, Shigeru Miyamoto, Gunpei Yokoi, etc.)?

**[TK]:** The place would always buzz whenever Miyamoto-san was in the house, and I did get to meet him a couple of times. Thankfully I didn't pull a Wayne's World ("We're not worthy!") like the guys from Die Hard Game Fan magazine did to him one year at CES (or was it E3?) Mr. M didn't really know what the hell was going on, so he just kind of smiled and bowed and moved on.

One of my first business trips was with Howard and Peter Main (Executive VP of Sales & Marketing) to New York. I even had to buy a suit and tie, which was a stretch for a shorts & t-shirt guy like me. We sat in a conference room with a bunch of Wall Street types, talking about financial stuff that was way over my head. But my part was easy; I just needed to talk about a bunch of new and upcoming titles and why I thought they would appeal to gamers, stuff like that. It earned me a nice kudos letter in my file. Howard and Peter both treated me nicely, even though I was a very junior level employee.

**[Limbo]:** You mentioned you've been in the gaming industry for nearly two decades. What did you do after your time with Nintendo, and did your time and contacts from working at Nintendo help you obtain these other jobs?

**[TK]:** Working as a GPC was a great start for many future game industry workers, myself included. In a nutshell:

After a year as a Product Coordinator



## &gt; counselor interview, cont.

in Product Acquisition & Development, I was hired as a Game Designer for Lobotomy Software (a developer founded by three former Nintendo employees). Lobotomy went under about three years later, and some of us landed at Crave Studios in Seattle. After Crave closed up shop, I eventually ended up at Wizards of The Coast as an Editor. That was actually my geek zenith, because I've been a D&D player longer than I was an electronic gamer. Working on D&D products and seeing my name in print was like the first time I saw my name in the Credits section of SNES Donkey Kong Country (it was only under 'Support' but still very cool).

Then it was time to try my hand at testing! I worked on the original wave of Xbox launch titles. If you ever thought game testing was a cushy gig, think again! It beats flipping burgers, but it's not all fun and games. Next stop was Kemco, where I was a Product Manager and then Producer. Last but not least was some contract work at Microsoft as an Editor, working on their gaming websites.

I've been a stay-at-home dad for three years now, but who knows, once my kids are older, maybe I'll see if I can get back in the game (bad pun intentional).

Over the years, I ran into many former GPCs, and yes, networking does pay off when one is bouncing from job to job. I sometimes wonder what life would be like if I had never left NOA, but I don't regret leaving – I worked with some great people



and did a lot of fun things at my various stops after Nintendo.

**[Limbo]:** Lobotomy Software had a pretty big hit with the game Power Slave. Did you do any work on that game, or their ports of Quake & Duke Nukem 3-D for the Sega Saturn? Did they have any games under development that never made it to completion?

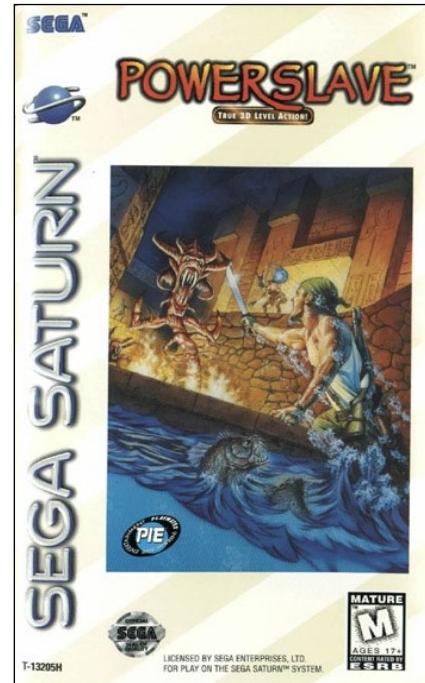
I was the in-house test lead for Powerslave, and wrote the manual as well. It didn't do that well on the PC, but the Saturn fans loved it! I guess that explains why Quake and Duke did so well on Saturn. Awesome games. We also wasted too many hours playing Death Tank - are you familiar with DT? Death Tank, ready for action!!!

Projects that never saw the light of day...there were two I recall off the top of my head. One was Gothic, a monster-themed RTS (C&C and StarCraft were big back then). Instead of tanks and infantry, we used classic monsters - werewolves, frankensteins, etc. Heh, when we pitched the game to Playmates, we sent the concept pitch in a "Book of the Dead" style tome, and also sent a bunch of animal organs in jars for good measure! Don't worry, we got the guts from a local butcher.

The other one was Mortifactor, and that was going to be a FPS based in the Mutant Chronicles universe. You would play as Crenshaw the Mortifactor, and it was supposed to be a mix of stealth and firepower. I totally bought into the MC universe. I thought it was pretty cool when they finally

released the MC movie. Too bad it was just plain awful! It was still fun to watch, though, because I knew the property and backstory, so it kind of made sense to me.

**[Limbo]:** Do your kids know that you used to work in the video game industry? If you've told



them, what do they think of it?

**[TK]:** Yeah, they know that both mommy and daddy used to work at Nintendo (my wife started there two weeks after I left and stayed there for 12 or 13 years). But they know that daddy had the fun job playing games, and mommy wrote contracts in the Legal department.

I'm sure when they are older it might sink in that their old man was a gamer back in his youth, and if I can maintain a decent skill level they won't totally "pwn" me in whatever games we play down the road.

**[Limbo]:** What are some of your favorite games of all time...any platform, any system?

**[TK]:** In no particular order: the Zelda series, the Metroid series, SMB3, the Mario Kart series, StarFox 64, LEGO Star Wars/Indy/Batman (360), Death Tank Zwei (Saturn), PowerSlave (Saturn), Torneko: The Last Hope (PlayStation), FIFA Soccer (various years), EA's NHL series (various years), Tetris (GameBoy). I still have a soft spot in my heart for some of my first NES games like Jackal, Top Gun, Castlevania, Goal!, Blades of Steel, and a couple others.

**[Limbo]:** Do you still take a break



## &gt; counselor interview, cont.

from life every once in a while to play games? If you do, do you go for the new games or stick with the classics?

**[TK]:** Once a gamer, always a gamer! After I left NOA, I became a lot more selective about the games I played. I think a lot of us former GPCs suffered from GBS (Game Burnout Syndrome) – after years of playing hundreds of NES, SNES, and Game Boy titles, you pretty much reach a saturation level – and for me, I stopped worrying about quantity of games played and focused on titles and genres I enjoyed playing.

I got into MMOs for some time – I played Asheron's Call for 6 years, and Everquest II for 2-3 years, but sort of burned out on those as well.

Now I spend my gaming time with my kids (5, 7, and 9) on a variety of platforms. We love the LEGO titles on Xbox 360, they each have their own Nintendo DS, and they even like to play on my GameCube and N64. I'll break out the SNES and NES one of these days!

**[Limbo]:** Are there any words in closing that you would like to say?

**[TK]:** I always look back fondly on my time at NOA. Sure, it wasn't perfect, but most companies aren't. In the end, I always think about all the opportunities I had there as well as the good people I was fortunate enough to work with. That was the one thing that hit me hardest when I decided to leave NOA to try my hand as a game designer – all the great people I would miss working with. It was like leaving my family.

Nintendo also did a lot of behind-the-scenes stuff that usually wasn't publicized. People used to be able to arrange tours of NOA, see the GPCs in action (ooh) and walk through the merchandising area (aah) to see all the cool stuff on display. I sensed for most kids it was like going somewhere top secret, a place only rumored to exist – I mean, did Nintendo REALLY have a bunch of people sitting around playing games and talking to gamers who needed help?

The Starlight Foundation arranged some of the tours for kids who were terribly sick or suffering from rare disorders... things of that nature. For those kids, the

tours were even more special than, say, a group of Cub Scouts. It was an eye-opener to me, as most people normally don't think about kids getting sick and dying way too young. Now that I'm a father, it's an experience I can look back on and the context truly falls into place all these years later.

I previously mentioned that my wife worked at NOA. She had not been there very long when she was diagnosed with advanced liver cancer. Early prognosis was not good – we were basically told to make her as comfortable as possible before she inevitably died. Well, I'm happy to report she didn't die, and has been in remission for over a decade plus now.

Nintendo was always there for her, both as a corporation and as a collection of human beings who cared for one of their own. I don't have the right words to describe my feelings, suffice to say I will always remember how generous everyone there was in a very dark time, and they will always have my humble thanks and gratitude.

NintendoAGE eZine Volume 4 Issue 1: Jan. 2010  
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## &gt; WRITERS

DAVE IS THE MAN battle kid pixel art	2,3
--------------------------------------	-----

JOSH KESSLER find of the year?	4,5
--------------------------------	-----

MICHAEL SWANSON game rooms	6-9
----------------------------	-----

OTTO HANSON counselor interview pt. 2	16-19
---------------------------------------	-------

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## &gt; OTHER JAZZ

NINTENDOAGE PRICE GUIDE	10-14
-------------------------	-------

MEMBER SPOTLIGHT supernesman	15
------------------------------	----



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